Giga Fighters™
Your Virtual Fighter

TIGER ELECTRONICS, LTD.

Tech WARRIORS™

⚠ WARNING:
CHOKING HAZARD - SMALL PARTS.
NOT FOR CHILDREN UNDER 3 YEARS.

AGES 5 & UP
MODEL 70-301

INSTRUCTION

WELCOME!

Welcome to the world of the Giga Fighters! Giga Fighters is a new kind of game that challenges you to care for and train your very own virtual fighter. You can also use your fighter to spar against a computer opponent or link to another Giga Fighter unit and fight head-to-head!

TURNING ON THE GAME

To start the game, pull the plastic tab from the back of your Giga Fighter. The plastic tab is not part of the toy and should be thrown away. Once you turn your Giga Fighter unit on, it should stay on. You never have to turn it off!

SET THE CLOCK

It's really important that you set the clock on your Giga Fighter to the correct time, because Giga Fighters eat, train and sleep on a natural schedule. If you don't set the time correctly, your fighter could get confused — it might sleep all day and keep you awake all night! After you start the game, the game will be in **CLOCK MODE**. Here's how to set the clock:

1) The **HOUR** will be flashing. Press ◀ / ▶ to adjust the hour. When the correct hour is set, press **ENTER**. Make sure **AM** or **PM** is set correctly.
2) The **MINUTES** will now be flashing. Press ◀ / ▶ to adjust the minutes. When the time is set to the right minute, press **ENTER**.

CHOOSING YOUR FIGHTER!

After the name is entered, you can choose your fighter. You will see the face of the first available fighter. Use the ▶ arrow key to move to the next fighter. You begin with 4 different fighters to choose from. When the fighter you wish to train is on the screen, press the **ENTER** button to select. This will now become your active fighter.

NAME YOUR UNIT

After you have set the clock, it is time to give your Giga Fighter unit a name.

1) Press ◀ / ▶ to search through the alphabet and numbers.
2) Press **ENTER** to select a letter or number and move to the next space to continue spelling out your name choice. You may use up to 12 letters or numbers.
3) Press **ENTER** twice to accept the current name and begin **GAME MODE**.

Once you select your fighter and press **ENTER**, your own Name will appear. You can press the ▶ arrow key to view the various score screens or press **MODE** again to enter **GAME MODE**.

GAME MODE and CLOCK MODE

While the game is in Game Mode, you will see your active fighter exercising, stretching, and practicing combat moves. The game screen is your fighter's home and your window to the Giga Fighter world.

If you need to adjust the time or sound you can go back to **CLOCK MODE** by pressing the **MODE** key. In **CLOCK MODE** you can do any of the following:

1) To change the **TIME**, press **ENTER**. The clock will begin flashing and you can adjust the time.
2) To turn the **SOUND** off, press the ◀ arrow key. The sound icon will disappear. To turn the sound on, press the ◀ arrow key again. The sound icon appears.
3) To change the **NAME** of your Giga Fighter unit press **ENTER**. The clock will begin flashing. Press **ENTER** twice to skip through the setting of hours and minutes. You can now enter a new name just as described in **NAME YOUR UNIT**.
4) To select a fighter, press the **MODE** key when in **CLOCK MODE**. Press the **MODE** key again to see your selected fighter appear. Press the ▶ arrow key to show the next fighter. When the fighter you wish to select is on the screen press the **ENTER** key.

THE CARE AND TRAINING OF YOUR GIGA FIGHTER

There are many different activities that you can do with your Giga Fighter. Each activity is important for keeping your fighter healthy and fit for combat.

It is up to you to care for your fighter, and to respond to its needs. When your fighter needs something, the **ALERT** icon will light up in the upper left corner. You should respond to your fighter's needs at this time with the correct activity.

If it is hungry, **FEED** it! If it is bored, it may need to **TRAIN**! If it is dirty, let your fighter take a **SHOWER**! There are many different ways to interact with your fighter. The trick is to figure out what is needed! Use the ◀ / ▶ keys to move to the activity you think it needs, then press **ENTER**.

If you need help understanding what your fighter needs, you can check the **SCORE** activity (see below) for some hints. You should also share your training skills with your friends, and see if they have any tips for you.

Finally, more information can be found at the Giga Fighters website at **www.gigafighters.com**.

ACTIVITIES

These are the 10 activities that will help you interact with your fighter. Learn to do each at the proper time and in the right amount and your fighter will grow to be healthy and strong.

ALERT

When this icon flashes, it means your fighter needs something. Use the **SCORE** screens to try to figure out what it needs. Is it food? Sleep? Or something else? Try selecting a different activity until you figure out what your fighter needs. Following the prompts of the **ALERT** icon is a good way to get to know your fighter's needs. If you respond quickly to your fighter's needs you will be rewarded. However, if you wait too long before you respond, the activity your fighter is requesting will also begin to flash. Your rewards may not be as great, but you will know exactly what your fighter needs.

SCORE

Choose this icon to check on your fighter's progress. Use the ◀ / ▶ keys to display screens showing the **NAME** and **SCORE**, **AGE**, **WEIGHT**, **HEALTH**, **TRAINING**, **DISCIPLINE**, **STRENGTH**, **AGILITY**, **WILLPOWER**, **WIN/LOSS record**, and your **FIGHTER'S FACE**. These are the important stats that will help you determine the condition of your fighter. Pay close attention to how these stats are affected by when and how much you do the various activities.

NAME

This will display the name or code currently entered for the unit.

TOTAL SCORE

This tells you the overall success you are having with your fighter.

AGE

This will tell you the age of your fighter. The **AGE** will increase by one each day it is in your care.

WEIGHT

This will tell you the weight of your fighter. Weight is affected by how much and how often you feed your fighter.

HEALTH

This tells you how healthy your fighter is.

TRAINING

This tells how much and how well you have trained your fighter. Frequent visits to the Training activity will help increase this number.

DISCIPLINE

This tells you how disciplined your fighter is. If this number gets below 50 your fighter will need some discipline or he may become lazy.

STRENGTH

This stat reflects how well your fighter can utilize the **STRENGTH** combat move. Successfully doing the **STRENGTH** training exercise will increase this number.

AGILITY

This stat reflects how well your fighter can utilize the **AGILITY** combat move. Successfully doing the **AGILITY** training exercise will increase this number.

WILLPOWER

This stat reflects how well your fighter can utilize the **WILLPOWER** combat move. Successfully doing the **WILLPOWER** training exercise will increase this number.

WIN/LOSS record

This will retain your fighter's record when you link to another unit for real head-to-head fighting action. A record will track the number of fights won and lost.

FIGHTER'S FACE

Your fighter's face will indicate you how your fighter is feeling.

FEED

When you select this activity, you're given a choice of proteins (steak) or carbs (bread) for your fighter. Use the ◀ / ▶ key to select either steak or bread. The steak is shown on the left side of the screen and the bread is shown on the right side. Your fighter needs the right balance to stay healthy and strong. Press the **MODE** key to exit this activity if you do not wish to feed your fighter.

VOICE ACTIVATION

Your Giga Fighter comes with a voice activation feature that you can use to interact with your fighter! After choosing this activity, press the ◀ arrow key to turn the voice activation on and the ▶ arrow key to turn it off. Press the **ENTER** key to exit this activity. When this feature is on your fighter will respond to your voice or any loud noise. There are 6 ways you can command your fighter:

1) If your fighter walks of the screen, you can command it to return!
2) If your fighter goes to sleep but the light is still on, you can command it to wake up!
3) You can discipline your fighter after he loses a fight.
4) If the fighter has 100 Strength, sound activation will make the fighter respond with a strength noise.
5) If the fighter has 100 Agility, sound activation will make the fighter respond with an agility noise.
6) If the fighter has 100 Willpower, sound activation will make the fighter respond with a willpower noise.

LINK

Selecting this will allow you to link to other Tech Warrior Giga Fighters or link to a personal computer to upload your scores and dowload features and secrets from the Giga Fighter web site at **www.gigafighters.com**.

1) To link to another Giga Fighter for head-to-head combat, place one end of the included link cable into the link port located on the top of the unit. Connect the other end to the link port of another Giga Fighter unit. Select the **LINK** activity on both units and press the **ENTER** buttons at about the same time. If there is too much delay between the linking of either unit, or the cable is not connected properly, your fighter will resume his solo training until you try again. For **HINTS** on how to fight see the **SPARRING** exercise under **TRAIN**.
2) To link to the Giga Fighter web site, you must have the Web Link Cable (sold separately) and a PC connected to the internet using either Netscape browser 3.0 or higher or Microsoft Internet Explorer browser 3.02 or higher. Make sure the 9-pin connector is securely connected to either serial port on the back of the PC (Comm 1 or Comm 2). Make sure the other end is connected to the link port in the Giga Fighter unit. Select the **LINK** icon, but do not press the **ENTER** button until prompted by the Giga Fighter web site. You must now go to **www.gigafighters.com** to register and become eligible for uploads and downloads. At **COMM CENTRAL** you may upload your Giga Fighter stats and scores and compare them with other fighters around the world. You may also download secrets and features to your Giga Fighter.

SLEEP

Select this icon to put your fighter to sleep. Make sure the clock is set correctly as your fighter will live according to a natural schedule. If the AM and PM on your clock is set incorrectly your fighter may want to sleep all day and train all night! To wake your fighter up, select this activity and press the **ENTER** key to turn on the light. Press the **ENTER** key again to get your fighter out of bed.

Your fighter may not wish to sleep during the day. If you try to put him to sleep during the day, he may refuse!

TRAIN

Training will turn your fighter into a skilled fighting machine. There are 3 different training exercises along with a sparring exercise that allows you to fight against a computer controlled opponent. Each training exercise is designed to improve your skill in each of the three combat moves: **STRENGTH**, **AGILITY**, and **WILLPOWER**. To exit the training selection screens, press the **MODE** key.

After each repetition of an exercise, your fighter will show you a happy face if the exercise was done correctly and a mad face if it was not. You will also notice that your fighter's physique will change based on your training habits. Here is how each exercise works:

STRENGTH:

To increase your fighter's strength, you must train in the weightlifting exercise. In this exercise, you must help your fighter lift a barbell over his head. To do this, alternately press the ◀ and ▶ arrow keys. You must continue to press until the weight is lifted completely over the fighter's head. With each repetition, the weight increases and you must increase the speed in which you press the ◀ / ▶ arrow keys. Pressing the same key twice or failing to press quickly enough will make your fighter falter in this exercise.

AGILITY:

To increase your fighter's agility, you must train in the arrow-dodging exercise. Arrows will be shot at your fighter from the left and right side. You must help your fighter step away from the arrow and avoid getting hit. To do this, press the ▶ arrow key to step right and the ◀ arrow key to step left. When you see an arrow coming from the left side, press the ▶ arrow key to avoid it. When you see an arrow coming from the right side, press the ◀ arrow key to avoid it.

WILLPOWER:

To increase your fighter's willpower, you must work on your concentration by holding a bucket of water in each hand without letting either drop. You must help your fighter hold the buckets level by returning either arm to level position. If the fighter's right arm weakens, press the ◀ arrow key to correct it. If the fighter's left arm weakens, press the ▶ arrow key to correct it. If you can maintain control for 20 seconds, you will complete this exercise.

SPARRING

This training exercise will allow you to fight against a randomly selected, computer controlled opponent. Each match consists of 9 rounds. The first fighter to win 5 rounds wins the match. In each round, you have the chance to use one combat move:

STRENGTH MOVE : Press the **ENTER** key
AGILITY MOVE : Press the ▶ arrow key
WILLPOWER MOVE : Press the ◀ arrow key.

There are 3 important points to consider when fighting and training:

Timing - Since each round consists of one move per fighter, choosing to move first or second plays an important part in your success. If you choose to move first, your attack has a better chance of success. However, if you move second, you have a chance of countering your opponents attack.

Move Selection - Each move has a counter move that will beat it. Knowing your enemy's moves and the correct counters can be your most devastating skill.

Skill Stats - The higher your scores are for each attack move (**STRENGTH**, **AGILITY**, **WILLPOWER**), the more powerful your attack will be. Train to increase these stats. Also note your best and weakest move so you may use this to your advantage.

DISCIPLINE

Sometimes your fighter gets sloppy and lazy and needs some discipline. You can select this activity to discipline your fighter. This will raise his **DISCIPLINE** score. Disciplining your fighter can make the health go down so you must learn to balance your fighter's need for discipline with its other needs. **NOTE**: If you wish to terminate a fighter's training, continuously discipline your fighter until the health drops to 0 (at which point the fighter retires). You can then choose another fighter. This is especially useful when you are training 3 fighters and would like to get rid of one so you may choose another. However, if your fighter dies, you will not be able to activate that particular fighter unless the unit is reset.

SHOWER

After frequent training your fighter may need a shower to clean up. Fighting can be dirty work, and your fighter does not like to live in sweaty, dirty clothes. When your fighter needs a shower, select this activity.

DOCTOR

Sometimes the rigors of training can make your fighter sick or injured. When your fighter's **HEALTH** gets low, a visit to the **DOCTOR** may provide a small boost.

The **DOCTOR** can only do so much for an unhealthy fighter and understands that the healing process takes time. The **DOCTOR** may only wish to treat your fighter once a day. If your fighter does not wish to go, but you think it is necessary, press the **ENTER** button twice to force a visit. This may not be good for the fighter.

SECRET CODES!

Your game comes with many secret codes that you can enter to lock and unlock bonus features. Here's how you enter a secret code:

1) Press the **MODE** button to enter **CLOCK** mode.
2) Press the **ENTER** button twice to move to the name screen.
3) Select the correct letters in the code just like setting the name.
4) When the code is spelled out correctly, press **ENTER** twice.

Here are some codes for you to try:

SLOW : To slow down the clock.
FAST : To speed up the clock.
STOP : To stop the clock and pause the game completely.
This is useful if you cannot attend to your fighter's needs for an extended period of time. Your fighter will not be harmed when it is paused.
NORMAL : To return the clock to normal settings. This is important to return to your game and exit pause mode. ALSO MAKE SURE TO SET YOUR CLOCK TO THE CORRECT TIME.

After the code has been activated, it will stay that way until you turn it off. After you activate a code, you can go back to the **NAME** screen and fix your fighter's name — and the code will stay ready for you!

You can also get more secret codes and features from the Giga Fighter web site at **www.gigafighters.com**.

ADDING MORE FIGHTERS

You can train up to 3 fighters at once. However, once you have three fighters selected, you cannot choose another until one has died or retires.

1) Press **MODE** to enter **CLOCK MODE**.
2) Press **MODE** again. You can now view the pool of available fighters. If you already have 3 fighters selected then you will only see those three until one dies or retires (See the NOTE for the Discipline activity if you wish to terminate the training of a fighter so you may replace it with another).
3) Use the ▶ arrow key to view each fighter. When the fighter you wish to train is visible, press the **ENTER** button to select. This is now the active fighter. If you are raising more than 1 fighter, the other selected fighters that you are not currently training will be paused. This means that to care for and train another fighter, you must select it and make it active.

GAME OVER

Unfortunately, your fighter will die if **HEALTH** falls to 0. If your fighter dies from bad health, don't worry. Just start a new fighter and try again, taking better care of it this time.

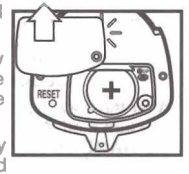
If one of your fighters dies, it can not be activated again until the unit is reset.

Your fighter can also retire due to old age. When your fighter has been alive for 30 days it will retire. However, if you can manage to keep your fighter's **HEALTH** over 95, it will continue to stay another day.

RESTARTING THE GAME

If you just wish to start over from the beginning, press the **RESET** button located on the back of your game. You can also use the **RESET** button to reset the unit if there is a problem, but this will reset the game memory, so you will lose any fighters you have.

INSERTING THE BATTERY



To activate your Giga Fighter game, pull the plastic tab from back of game.

To insert the battery, remove the battery compartment cover at the back of the game. (to remove cover, unscrew the cover and remove).

Insert one CR2032 battery (battery included), making sure to align "+" and "-" as shown.

CAUTION: Battery should be replaced by adult. Not suitable for children under 36 months, may contain small parts.

TO ENSURE PROPER FUNCTION:

- battery installation should be done by adult.
- non-rechargeable batteries are not to recharged.
- rechargeable batteries are to be removed from the toy before being charged (if removable).
- rechargeable batteries are only to be charged under adult supervision (if removeable).
- only batteries of the same or equivalent type as recommended are to be used.
- batteries are to be inserted with the correct polarity.
- exhausted batteries are to be removed from the toy.
- the supply terminals are not to be short-circuited.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement part. Instead, write to us at:

TIGER ELECTRONIC, LTD. REPAIR CENTRE
980 Woodlands Parkway, Vernon Hills,
Illinois 60061, U.S.A..

In your note, mention the name of your game, your game's model number, and tell us briefly what the problem is. Also include sales slip, date, place of purchase and price paid. We will do our best to help.

90-DAY LIMITED WARRANTY

Tiger Electronics, Ltd. (Tiger) warrants to the original consumer purchaser of this product that the product will be free from defects in materials or workmanship for 90 days from the date of original purchase. this warranty does not cover damages resulting from accident, negligence, improper service or use or other causes not arising out of defects in materials or workmanship.

During this 90-day warranty period, the product will either be repaired or replaced (at Tiger's option) without charge to the purchaser, when returned with proof of the date of purchase to either the dealer or to Tiger.

Product returned to tiger without proof of the date of purchase or after the 90-day warranty period has expired, but prior to one year from the original date of purchase, will be repaired or replaced (at Tiger's option) for a service fee of US$4.00. payments must be by check or money order payable to Tiger Electronics, Ltd.

THE FOREGOING STATES THE PURCHASER'S SOLE AND EXCLUSIVE REMEDY FOR ANY BREACH OF WARRANTY WITH RESPECT TO THE PRODUCT.

All product returned must be shipped prepaid and insured for loss or damage to:

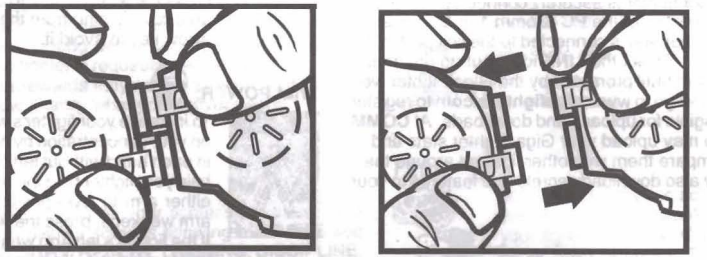
Tiger Eelectronics, Ltd. Repair Dept.
980 Woodlands Parkway
Vernon Hills, Illinois 60061 U.S.A.

The product should be carefully packed in the original box or other packing materials sufficient to avoid damage during shipment. Include a complete written description of the defect, a check if product is beyond the 90-day warranty period, and your printed name, address and telephone number.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE TIGER IN ANY WAY. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TIGER BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS TIGER PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental orconsequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

HEAD TO HEAD DISCONNECTION



Press the locking tip and then pull the two units to release the Head to Head Connection.

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980 WOODLANDS PARKWAY, VERNON HILLS,
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